

TopDeck[™]
PRESENTS

INVASION



DARGGAZZ, THE IGNITER: MARK ZUG

CARD ENCYCLOPEDIA

MAGIC
The Gathering[®]

INVASION

CARD ENCYCLOPEDIA

The *Invasion* Card Encyclopedia shows the entire *Invasion* card set. Check boxes below each card allow you to keep track of your collection. Just mark the once you have a copy of the card, and mark the if you get the foil version of the card.



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Chromatic Sphere 1

Artifact

1, ♣, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

*"Let insight and energy be your guides."
—The Blind Seer, to Gerrard*

Illus. Luca Zortini
©1997-2000 Wizards of the Coast, Inc. 299/350

● CHROMATIC SPHERE 299/350



Cinder Shade 1 ♣

Creature — Shade

♣: Cinder Shade gets +1/+1 until end of turn.

♠: Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Illus. Nelson DeCastro
©1997-2000 Wizards of the Coast, Inc. 240/350 1/1

● CINDER SHADE 240/350



Coalition Victory 3 * ♣ ♠

Sorcery

You win the game if you control a land of each basic land type and a creature of each color.

*"You can build a perfect machine out of imperfect parts."
—Urza*

Illus. Eric Peterson
©1997-2000 Wizards of the Coast, Inc. 241/350

● COALITION VICTORY 241/350



Coastal Tower

Land

Coastal Tower comes into play tapped.

♣: Add * or ♠ to your mana pool.

The Capashen built the highest towers in Benalia to afford themselves the best views.

Illus. Don Haddock
©1997-2000 Wizards of the Coast, Inc. 321/350

● COASTAL TOWER 321/350



Collapsing Borders 3 ♣

Enchantment

At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.

Illus. Glen Angus
©1997-2000 Wizards of the Coast, Inc. 141/350

● COLLAPSING BORDERS 141/350



Collective Restraint 3 ♠

Enchantment

Creatures can't attack you unless their controller pays * for each creature attacking you, where X is the number of basic land types among lands you control. (This cost is paid as attackers are declared.)

Illus. Alan Robinson
©1997-2000 Wizards of the Coast, Inc. 49/350

● COLLECTIVE RESTRAINT 49/350



Cremate

Instant

Remove target card in a graveyard from the game.

Draw a card.

Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1997-2000 Wizards of the Coast, Inc. 96/350

● CREMATE 96/350



Crimson Acolyte 1 *

Creature — Cleric

Protection from red

* Target creature gains protection from red until end of turn.

*The faithful will walk through streams of fire and emerge unscathed.
—Crimson acolyte creed*

Illus. Gregory Dinkels
©1997-2000 Wizards of the Coast, Inc. 11/350 1/1

● CRIMSON ACOLYTE 11/350



Crosis, the Purger 5 ♣ ♠

Creature — Dragon Legend

Flying

Whenever Crosis, the Purger deals combat damage to a player, you may pay 2 ♣. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Illus. Pete Venters
©1997-2000 Wizards of the Coast, Inc. 242/350 6/6

● CROSIS, THE PURGER 242/350



Crosis's Attendant 5

Artifact Creature — Golem

1, Sacrifice Crosis's Attendant: Add ♣ ♠ to your mana pool.

"Crosis is the eye of the ur-dragon, piercing illusion and darkness."

Illus. Arnie Swekel
©1997-2000 Wizards of the Coast, Inc. 300/350 3/3

● CROSIS'S ATTENDANT 300/350



Crown of Flames 2 ♣

Enchant Creature

♣: Enchanted creature gets +1/+0 until end of turn.

♠: Return Crown of Flames to its owner's hand.

*"All my life I've fought these monsters. Today I finish that fight."
—Barrin*

Illus. Christopher Mueller
©1997-2000 Wizards of the Coast, Inc. 142/350

● CROWN OF FLAMES 142/350



Crusading Knight 2 * *

Creature — Knight

Protection from black

Crusading Knight gets +1/+1 for each swamp your opponents control.

"My only dream is to destroy the nightmares of others."

Illus. Greg Betsworth
©1997-2000 Wizards of the Coast, Inc. 12/350 2/2

● CRUSADING KNIGHT 12/350



Crypt Angel 4 ♣

Creature — Angel

Flying, protection from white

When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Once an angel, now an abomination.

Illus. Todd Lockwood
©1997-2000 Wizards of the Coast, Inc. 97/350 3/3

● CRYPT ANGEL 97/350



Crystal Spray 2 ♠

Instant

Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn.

Draw a card.

Illus. Jeff Miracola
©1997-2000 Wizards of the Coast, Inc. 50/350

● CRYSTAL SPRAY 50/350



Cursed Flesh 3 ♣

Enchant Creature

Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.

Misery, filth, disease—all things that bring suffering to the world—only make Phyrexians more dangerous.

Illus. Chippy
©1997-2000 Wizards of the Coast, Inc. 98/350

● CURSED FLESH 98/350



Darigaaz, the Igniter 3 ♣ ♠

Creature — Dragon Legend

Flying

Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2 ♣. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Illus. Mark Zug
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● DARIGAAZ, THE IGNITER 243/350



■ DARIGAAZ'S ATTENDANT 901/350



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■ DUELING GROUNDS 245/350

INVASION CARD ENCYCLOPEDIA



Duskwalker
Creature — Minton

Kicker 3 (You may pay an additional 3 as you play this spell.)
If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and has "Duskwalker can't be blocked except by artifact creatures and/or black creatures."

Illus. David Martin
1/1

● DUSKWALKER 104/350



Elfhame Palace
Land

Elfhame Palace comes into play tapped.
♦: Add ♦ or ♦ to your mana pool.

Llanowar has seen elfhames, or kingdoms, each with its own ruler. Their palaces are objects of awe, wonder, and envy.

Illus. Jerry Andrich
1/1

● ELFHAME PALACE 322/350



Elfhame Sanctuary
Enchantment

At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

Illus. Amy Robinson
1/1

● ELFHAME SANCTUARY 185/350



Elvish Champion
Creature — Lord

All Elves get +1/+1 and have forestwalk. (They're unblockable as long as defending player controls a forest.)
"For what are leaves but countless blades To fight a countless foe on high."
—Skylshroud hymn

Illus. D. Alexander Gregory
2/2

● ELVISH CHAMPION 186/350



Empress Galina
Creature — Legend

♦♦, ♦: Gain control of target Legend or legendary permanent. (This effect doesn't end at end of turn.)
"Above the waves you may be mighty, indeed, but down here you belong to me."

Illus. Mark Cavolina
1/3

● EMPRESS GALINA 54/350



Essence Leak
Enchantment — Permanent

If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."
"We define the boundaries of reality; they don't define us."
—Teferi

Illus. Adam Rex
1/1

● ESSENCE LEAK 55/350



Exclude
Instant

Counter target creature spell.
Draw a card.
"I don't have time for you right now."
—Teferi

Illus. Mark Komuss
1/1

● EXCLUDE 56/350



Exotic Curse
Enchant Creature

Enchanted creature gets -1/-1 for each basic land type among lands you control.
"Fouler than a necromancer's kiss."
—Jannuraan expression

Illus. Orizio Dumick
1/1

● EXOTIC CURSE 105/350



Explosive Growth
Instant

Kicker 5 (You may pay an additional 5 as you play this spell.)
Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Illus. Arnie Sweicki
1/1

● EXPLOSIVE GROWTH 187/350



Fact or Fiction
Instant

Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Illus. Jesse Nichols
1/1

● FACT OR FICTION 57/350



Faerie Squadron
Creature — Faerie

Kicker 3 (You may pay an additional 3 as you play this spell.)
If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and has flying.

Illus. Robert
1/1

● FAERIE SQUADRON 58/350



Fertile Ground
Enchant Land

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.
"As Phyrexians descended, Multani paused to reflect on the beauty that might never be seen again."

Illus. Carl Critchlow
1/1

● FERTILE GROUND 188/350



Fight or Flight
Enchantment

At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

Illus. Randy Cross
1/1

● FIGHT OR FLIGHT 16/350



Firebrand Ranger
Creature — Soldier

♦, ♦: Put a basic land card from your hand into play.
"A skilled ranger can glance at the mud on your boots and tell where you last camped."

Illus. Quinton Hoover
2/1

● FIREBRAND RANGER 149/350



Fires of Yavimaya
Enchantment

Creatures you control have haste. (They may attack and ♦ the turn they come under your control.)
Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Illus. Val Mayerik
1/1

● FIRES OF YAVIMAYA 246/350



Firescreamer
Creature — Kavu

♦: Firescreamer gets +1/+0 until end of turn.
"In the dark, it's nearly invisible—until it exhales."

Illus. Alan Pollack
2/2

● FIRESCREAMER 106/350



● FOREST 347/350



● FOREST 348/350



● FOREST 349/350



● FOREST 350/350



● FRENZIED TILLING 247/350



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● ISLAND 338/350



● JADE LEECH 190/350



● JUNTU STAKES 304/350



● KANGEE, AERIE KEEPER 253/350



● KAVU AGGRESSOR 148/350

Kavu Chameleon 3

Creature — Kavu

Kavu Chameleon can't be countered. ♣: Kavu Chameleon becomes the color of your choice until end of turn.

"They weren't part of my plan, but Gaea insisted." —Urza

Illus. John Howe
©1993-2009 Wizards of the Coast, Inc. 191/350

● KAVU CHAMELEON 191/350

Kavu Climber 3

Creature — Kavu

When Kavu Climber comes into play, draw a card.

The appearance of the first kavu surprised Muliani. As they continued to emerge, he no longer had any doubts about Yavimaya's ability to defend herself.

Illus. Rob Alexander
©1993-2009 Wizards of the Coast, Inc. 192/350

● KAVU CLIMBER 192/350

Kavu Lair 2

Enchantment

Whenever a creature with power 4 or greater comes into play, its controller draws a card.

As a dark rain of Phyrexians fell from the sky, fountains of kavu erupted from the ground.

Illus. Clippy
©1993-2009 Wizards of the Coast, Inc. 193/350

● KAVU LAIR 193/350

Kavu Monarch 2

Creature — Kavu

All Kavu have trample.

Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.

Kavu emerged all across Dominaria, but the first and the strongest came from Yavimaya.

Illus. Erez Nekuss
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● KAVU MONARCH 149/350

Kavu Runner 3

Creature — Kavu

Kavu Runner has haste as long as no opponent controls a white or blue creature. (It may attack and ☞ the turn it comes under your control.)

Illus. Douglas Shuler
©1993-2009 Wizards of the Coast, Inc. 195/350

● KAVU RUNNER 150/350

Kavu Scout 2

Creature — Kavu

Kavu Scout gets +1/+0 for each basic land type among lands you control.

The kavu evolved for centuries deep inside Dominaria, and some can draw from its strength.

Illus. D. Hestler
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● KAVU SCOUT 151/350

Kavu Titan 1

Creature — Kavu

Kicker 2 ♣ (You may pay an additional 2 ♣ as you play this spell.)

If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and has trample.

Illus. Jacki Lockwood
©1993-2009 Wizards of the Coast, Inc. 197/350

● KAVU TITAN 194/350

Keldon Necropolis

Legendary Land

☞: Add one colorless mana to your mana pool.

4 ♣, ☞: Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Illus. Brent Anderson
©1993-2009 Wizards of the Coast, Inc. 198/350

● KELDON NECROPOLIS 325/350

Liberate 1

Instant

Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

"Not everyone gets a second chance." —Hanna

Illus. Andy Romaine
©1993-2009 Wizards of the Coast, Inc. 199/350

● LIBERATE 21/350

Lightning Dart 1

Instant

Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Broken and punctured by dozens of Phyrexian portals, the angry sky began to spit lightning back at the world.

Illus. Aron Stockel
©1993-2009 Wizards of the Coast, Inc. 200/350

● LIGHTNING DART 152/350

Llanowar Cavalry 2

Creature — Soldier

*: Attacking doesn't cause Llanowar Cavalry to tap this turn.

For the first time, elves welcomed Benalish soldiers into the forest with something other than arrows.

Illus. Eric Peterson
©1993-2009 Wizards of the Coast, Inc. 201/350

● LLANOWAR CAVALRY 195/350

Llanowar Elite

Creature — Elf

Kicker 8 (You may pay an additional 8 as you play this spell.)

Trample

If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

Illus. Kev Walker
©1993-2009 Wizards of the Coast, Inc. 202/350

● LLANOWAR ELITE 196/350

Llanowar Knight 3

Creature — Elf Knight

Protection from black

Her armor and steed were borrowed, but her courage was hers alone.

Illus. Heather Hudson
©1993-2009 Wizards of the Coast, Inc. 203/350

● LLANOWAR KNIGHT 254/350

Llanowar Vanguard 2

Creature — Dryad

☞: Llanowar Vanguard gets +0/+4 until end of turn.

Llanowar rallied around Eladamri's banner and united in his name.

Illus. Greg & Tim Hildebrandt
©1993-2009 Wizards of the Coast, Inc. 204/350

● LLANOWAR VANGUARD 197/350

Loafing Giant 4

Creature — Giant

Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

"Forget it, I'm not getting up today!"

Illus. Greg & Tim Hildebrandt
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● LOAFING GIANT 153/350

Lobotomy 2

Sorcery

Look at target player's hand and choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Illus. D. Alexander Gregory
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● LOBOTOMY 255/350



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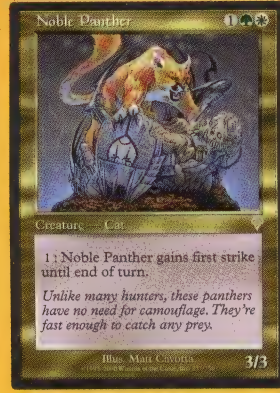
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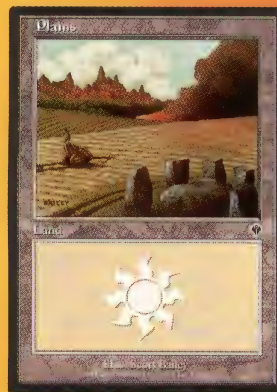
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RAINBOW CROW 69/350



RAMPANT ELEPHANT 28/350



RAVENOUS RATS 120/350



Razorfoot Griffin 3*

Creature — Griffin

Flying, first strike

"Do griffins fight to defend their homes or purely for sport?" —Sisay

Illus. Ben Thompson
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○ RAZORFOOT GRIFFIN 29/350



Reckless Assault 2

Enchantment

1, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

"How will you fight an enemy that cares nothing for itself?" —The Blind Seer

Illus. Jeff Easley
© 1993-2009 Wizards of the Coast, Inc. 269/350

○ RECKLESS ASSAULT 269/350



Reckless Spite 1

Instant

Destroy two target nonblack creatures. You lose 5 life.

"Death is such an exquisite sensation." —Tsabo Tsooc, Phyrexian general

Illus. Chippy
© 1993-2009 Wizards of the Coast, Inc. 121/350

○ RECKLESS SPITE 121/350



Recoil 1

Instant

Return target permanent to its owner's hand. Then that player discards a card from his or her hand. Anything sent into a plagued world is bound to come back infected.

Illus. Alan Pollack
© 1993-2009 Wizards of the Coast, Inc. 264/350

○ RECOIL 264/350



Recover 2

Sorcery

Return target creature card from your graveyard to your hand. Draw a card.

"As Barrin exhumed his daughter's body, he finally realized the full price of his faith in Urza."

Illus. Nelson DeCastro
© 1993-2009 Wizards of the Coast, Inc. 122/350

○ RECOVER 122/350



Repulse 2

Instant

Return target creature to its owner's hand. Draw a card.

"You aren't invited."

Illus. Adam Burt
© 1993-2009 Wizards of the Coast, Inc. 70/350

○ REPULSE 70/350



Restock 3

Sorcery

Return two target cards from your graveyard to your hand. Remove Restock from the game.

"We hid such stockpiles all over Rath. We should continue that practice here." —Lin Sivvi

Illus. Steven Bissett
© 1993-2009 Wizards of the Coast, Inc. 206/350

○ RESTOCK 206/350



Restrain 2*

Instant

Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

"Hanna would give up her own life before she'd abandon the Weatherlight." —Sisay

Illus. Dave Dornak
© 1993-2009 Wizards of the Coast, Inc. 30/350

○ RESTRAIN 30/350



Reviving Dose 2*

Instant

You gain 3 life. Draw a card.

"As healers battled each plague, they learned more about the next."

Illus. D. A. LeBlanc
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○ REVIVING DOSE 31/350



Reviving Vapors 2

Instant

Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Illus. Pen Venters
© 1993-2009 Wizards of the Coast, Inc. 265/350

○ REVIVING VAPORS 265/350



Rewards of Diversity 2*

Enchantment

Whenever an opponent plays a multicolored spell, you gain 4 life.

"Everything is in place. Nothing can happen that isn't part of my plan." —Urza

Illus. Darrel Richey
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○ REWARDS OF DIVERSITY 32/350



Reya Dawnbringer 6**

Creature — Angel Legend

Flying

At the beginning of your upkeep, you may return target creature card from your graveyard to play.

"A beacon of hope for a battered army."

Illus. Andrew E. Nelson
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○ REYA DAWNBRINGER 33/350



Riptide Crab 1

Creature — Crab

Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card. It sleeps with its claws open.

Illus. David Martin
© 1993-2009 Wizards of the Coast, Inc. 266/350

○ RIPTIDE CRAB 266/350



Rith, the Awakener 3

Creature — Dragon Legend

Flying

Whenever Rith, the Awakener deals combat damage to a player, you may pay 2. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Illus. Carl Critchlow
© 1993-2009 Wizards of the Coast, Inc. 267/350

○ RITH, THE AWAKENER 267/350



Rith's Attendant 3

Artifact Creature — Golem

1, Sacrifice Rith's Attendant: Add 2 to your mana pool.

"Rith is the claw of the ur-dragon, scattering seeds of devastation."

Illus. Adam Rex
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○ RITH'S ATTENDANT 310/350



Rogue Kavu 1

Creature — Kavu

Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.

"I know how this one feels," said Urza. "It's not like others of its kind and has been shunned for its differences."

Illus. Darrel Richey
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○ ROGUE KAVU 160/350

Ro-Sc

INVASION



Rooting Kavu 2/3

Creature — Kavu

When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

—Bliss Heather Hindless

● ROOTING KAVU 207/350



Rout 3 **

Instant

You may play Rout any time you could play an instant if you pay 2 more to play it.

Destroy all creatures. They can't be regenerated.

—Bliss Tomaszewski

● ROUT 34/350



Ruby Leech 1/2

Creature — Leech

First strike

Red spells you play cost 2 more to play.

"Its gems didn't stop pulsating until they were completely removed."

—Tolarian research notes

—Bliss Jacques Bredy

● RUBY LEECH 161/350



Ruham Djinn 5 *

Creature — Djinn

First strike

Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

—Bliss JJP Bessley

● RUHAM DJINN 35/350



Sabertooth Nishoba 4/3

Creature — Beast

Trample, protection from blue, protection from red.

They sneer as the terrestrial dangers found on peaks and shores, eager to prove themselves against new and even mightier foes.

—Bliss Gary Riddell

● SABERTOOTH NISHOBA 268/350



Salt Marsh

Land

Salt Marsh comes into play tapped.

Φ: Add ♦ or ♣ to your mana pool.

Only death breeds in stagnant water.

—Urborg saying

—Bliss Terry Avard

● SALT MARSH 326/350



Samite Archer 1/1

Creature — Cleric

Φ: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Φ: Samite Archer deals 1 damage to target creature or player.

"I can preserve ten lives by taking one."

—Bliss Scott M. Fischer

● SAMITE ARCHER 269/350



Samite Ministration 1 *

Instant

Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

—Bliss Daniel Fries

● SAMITE MINISTRATION 36/350



Sapphire Leech 1/2

Creature — Leech

Flying

Blue spells you play cost ♦ more to play.

"The subject's wings are clearly vestigial. We suspect the gems somehow keep it aloft."

—Tolarian research notes

—Bliss Rob Stronach

● SAPPHIRE LEECH 71/350



Saproling Infestation 1/2

Enchantment

Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

"My army took centuries to gather," remarked Urza. "Yavimaya seems to conjure hers out of thin air."

—Bliss Heather Hindless

● SAPROLING INFESTATION 208/350



Saproling Symbiosis 3/2

Enchantment

You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it.

Put a 1/1 green Saproling creature token into play for each creature you control.

—Bliss Charles

● SAPROLING SYMBIOSIS 209/350



Savage Offensive 1/2

Enchantment

Kicker ♦ (You may pay an additional ♦ as you play this spell.)

Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

—Bliss Gregory Tim Elshachman

● SAVAGE OFFENSIVE 162/350



Scarred Puma 2/1

Creature — Cat

Scarred Puma can't attack unless a black or green creature also attacks.

It's not eager to lose the other eye.

—Bliss Aaron Boyd

● SCARRED PUMA 169/350



Scavenged Weaponry 2/2

Enchant Creature

When Scavenged Weaponry comes into play, draw a card.

Enchanted creature gets +1/+1.

"The Physicians have progressed," admired Urza. "Their parts are interchangeable."

—Bliss Alan Pollack

● SCAVENGED WEAPONRY 123/350



Scorching Lava 1/2

Instant

Kicker ♦ (You may pay an additional ♦ as you play this spell.)

Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

—Bliss Mark Letch

● SCORCHING LAVA 164/350



Scouting Trek 1/2

Enchantment

Search your library for any number of basic land cards, reveal them, and set them aside. Shuffle your library, then put those cards on top of it in any order.

"I have chosen my path. Who will walk it with me?"

—Eladamri

—Bliss Stephanie Low

● SCOUTING TREK 210/350



SEARING RAYS 165/350



SEASHELL CAMEO 311/350



SEER'S VISION 270/350



SERPENTINE KAVU 211/350



SHACKLES 37/350



SHIMMERING WINGS 72/350



SHIVAN EMISSARY 166/350



SHIVAN HARVEST 167/350



SHIVAN OASIS 927/350



SHIVAN ZOMBIE 271/350



SHORELINE RAIDER 73/350



SIMOON 272/350



SKITTISH KAVU 168/350



SKIZZIK 169/350



SKY WEAVER 74/350



SLEEPER'S ROBE 273/350



Slimy Kavu
Creature — Kavu
Target land becomes a swamp until end of turn.
Its slime liquefies the ground as efficiently as itsfangs shred prey.
Illus. Randy Gallegos 2/2

● SLIMY KAVU 170/350



Slinking Serpent
Creature — Serpent
Forestwalk (This creature is unblockable as long as defending player controls a forest.)
It winds its way through undergrowth as easily as it swims through shallows.
Illus. Wayne England 2/3

● SLINKING SERPENT 274/350



Smoldering Tar
Enchantment
At the beginning of your upkeep, target player loses 1 life.
Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.
Illus. David Day 275/350

● SMOLDERING TAR 275/350



Soul Burn
Sorcery
Spend only black and/or red mana on X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of X spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.
Illus. Andrew Galloway 124/350

● SOUL BURN 124/350



Sparring Golem
Artifact Creature — Golem
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
"Part drill sergeant, part training dummy," thought Gerrard. "I hope it can stand up to a real war."
Illus. Adam Rex 2/2

● SPARRING GOLEM 312/350



Spinal Embrace
Instant
Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness. (The creature may attack and X the turn it comes under your control.)
Illus. Duncan Chinnell 276/350

● SPINAL EMBRACE 276/350



Spirit of Resistance
Enchantment
If you control a permanent of each color, prevent all damage that would be dealt to you.
*"Our victory must come from all of Dominaria, or it will not come."
—Urza*
Illus. John P. White 98/350

● SPIRIT OF RESISTANCE 98/350



Spirit Weaver
Creature — Wizard
Target green or blue creature gets +0/+1 until end of turn.
"Let my hope be your shield."
Illus. J. Allen / D. Wilson 39/350

● SPIRIT WEAVER 39/350



Spite and Malice
Instant
Destroy target nonblack creature. It can't be regenerated.
Illus. David Martin 293/350



Spite and Malice
Instant
Counter target noncreature spell.
Illus. David Martin 293/350

● SPITE AND MALICE 293/350



Spreading Plague
Enchantment
Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.
The cruelest strain of plague keeps its hosts alive long enough to return home and infect their families.
Illus. Scott Beatty 125/350

● SPREADING PLAGUE 125/350



Stalking Assassin
Creature — Assassin
3 A, X: Tap target creature.
3 X, X: Destroy target tapped creature.
Illus. Dana Kitzson 277/350

● STALKING ASSASSIN 277/350



Stand and Deliver
Instant
Return target permanent to its owner's hand.
Illus. David Martin 202/350



Stand and Deliver
Instant
Prevent the next 2 damage that would be dealt to target creature this turn.
Illus. David Martin 202/350

● STAND AND DELIVER 202/350



Stand or Fall
Enchantment
At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.
Illus. Matt Cavotta 171/350

● STAND OR FALL 171/350



Sterling Grove
Enchantment
All other enchantments you control can't be the targets of spells or abilities.
1, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.
Illus. Jeff Miracola 278/350

● STERLING GROVE 278/350



Stormscape Apprentice
Creature — Wizard
X, X: Tap target creature.
X, X: Target player loses 1 life.
Illus. Douglas M. Shuler 75/350

● STORMSCAPE APPRENTICE 75/350



Stormscape Master
Creature — Wizard
X, X, X: Target creature gains protection from the color of your choice until end of turn.
X, X, X: Target player loses 2 life and you gain 2 life.
Illus. Howard Chaykin 76/350

● STORMSCAPE MASTER 76/350



STRENGTH OF UNITY 40/350



STUN 172/350



SULAM DJINN 212/350



SULFUR VENT 328/350



SUNSCAPE APPRENTICE 41/350



SUNSCAPE MASTER 42/350



SWAMP 939/350



SWAMP 340/350



SWAMP 941/350



SWAMP 942/350



SWAY OF ILLUSION 77/350



TAINED WELL 126/350



TANGLE 213/350



TECTONIC INSTABILITY 173/350



TEFERI'S CARE 43/350



TEFERI'S MOAT 279/350

TE-TR

INVASION

Teferi's Response 1



Instant

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.

Draw two cards.

Illustration: Scott Banta

TEFERI'S RESPONSE 78/350

Tek 5



Artifact Creature — Dragon

Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Illustration: Clippy

TEK 319/350

Temporal Distortion 3



Enchantment

Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Illustration: Greg Staples

TEMPORAL DISTORTION 79/350

Thicket Elemental 3



Creature — Elemental

Kicker 1 (You may pay an additional 1 as you play this spell.)

When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Illustration: Ron Spencer

THICKET ELEMENTAL 214/350

Thornscape Apprentice



Creature — Wizard

*: Tap target creature.

2: Target creature gains first strike until end of turn.

Illustration: Randy Challenge

THORNSCAPE APPRENTICE 215/350

Thornscape Master 2



Creature — Wizard

2: Tap target creature. 2 damage to target creature.

2*: Target creature gains protection from the color of your choice until end of turn.

Illustration: Larry Elmore

THORNSCAPE MASTER 216/350

Thunderscape Apprentice 2



Creature — Wizard

2: Target player loses 1 life.

2: Target creature gets +1/+1 until end of turn.

Illustration: Michael Gregory

THUNDERSCAPE APPRENTICE 174/350

Thunderscape Master 2



Creature — Wizard

2: Target player loses 2 life and you gain 2 life.

2: Creatures you control get +2/+2 until end of turn.

Illustration: Scott M. Fischer

THUNDERSCAPE MASTER 175/350

Tidal Visionary 4



Creature — Wizard

4: Target creature becomes the color of your choice until end of turn.

Beneath the waves, things appear the way merfolk want them to.

Illustration: Erik Schuler

TIDAL VISIONARY 80/350

Tigereye Cameo 3



Artifact

3: Add or to your mana pool.

"An elvish adventurer unearthed this stone in Jolrael's jungle. Now it's truly fit for display in one of her palaces."

—Isel, master carver

Illustration: Donny Glavich

TIGEREYE GAMEO 314/350

Tinder Farm



Land

Tinder Farm comes into play tapped.

4: Add to your mana pool.

4: Sacrifice Tinder Farm: Add to your mana pool.

Illustration: Rob Alexander

TINDER FARM 329/350

Tolarian Emissary 2



Creature — Wizard

Kicker 1 (You may pay an additional 1 as you play this spell.)

Flying

When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Illustration: Scott Banta

TOLARIAN EMISSARY 81/350

Tower Drake 2



Creature — Drake

Flying

*: Tower Drake gets +0/+1 until end of turn.

Young tower drakes quickly learn to maneuver among Benalia's many spires.

Illustration: Greg Schickler

TOWER DRAKE 82/350

Tranquility 2



Sorcery

Destroy all enchantments.

The plagues robbed Dominaria of all but its dreams. Eladamri hoped dreams were enough.

Illustration: Rob Alexander

TRANQUILITY 217/350

Traveler's Cloak 2



Enchant — Creature

As Traveler's Cloak comes into play, choose a land type.

Enchanted creature has landwalk of the chosen type. (It's unblockable as long as defending player controls a land of that type.)

When Traveler's Cloak comes into play, draw a card.

Illustration: Scott Banta

TRAVELER'S CLOAK 83/350

Treefolk Healer 4



Creature — Treefolk

2*: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Protected by druids for untold centuries, the forest began to return the favor.

Illustration: Matt Cavotta

TREEFOLK HEALER 218/350



Trench Wurm 3/3

Creature — Wurm

2 ♣, ♂: Destroy target nonbasic land.

"Their arrival marks the end of Yangmoth's sublety." —Urza

Illus. Wayne England

● TRENCH WURM 127/350



Trevia, the Renewer 6/6

Creature — Dragon Legend

Flying

Whenever Trevia, the Renewer deals combat damage to a player, you may pay 2 ♣. If you do, choose a color. You gain 1 life for each permanent of that color.

Illus. Claudio

● TREVIA, THE RENEWER 280/350



Trevia's Attendant 3/3

Artifact Creature — Golem

1, Sacrifice Trevia's Attendant: Add ♣♣ to your mana pool.

"Trevia is the voice of the ur-dragon, demanding cries of worship."

Illus. Christopher Moeller

● TREVIA'S ATTENDANT 915/350



Tribal Flames 1/2

Sorcery

Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

"Fire is the universal language." —Jhoira, master artificer

Illus. Tony Szeadlo

● TRIBAL FLAMES 176/350



Troll-horn Cameo 6

Artifact

♣: Add ♣ or ♠ to your mana pool.

"I found a troll-horn fragment in the wooded foothills of Hurloon, and it keeps growing larger. I wonder, is the horn recreating itself or the troll?" —Eel, master carver

Illus. Donato Giancola

● TROLL-HORN CAMEO 316/350



Tsabo Tavoc 7/4

Creature — Legend

First strike, protection from Legends

♣♣, ♂: Destroy target Legend. It can't be regenerated.

"I might almost pity my enemies—if it wasn't so amusing to watch them die."

Illus. Michael Sullivan

● TSABO TAVOC 281/350



Tsabo's Assassin 1/1

Creature — Assassin

♣: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Illus. Glen Angus

● TSABO'S ASSASSIN 128/350



Tsabo's Decree 5/5

Instant

Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Illus. Thomas M. Baxa

● TSABO'S DECREE 129/350



Tsabo's Web 2

Artifact

When Tsabo's Web comes into play, draw a card.

Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Illus. Carl Critchlow

● TSABO'S WEB 317/350



Turf Wound 2/2

Instant

Target player can't play land cards this turn.

Draw a card.

"I can't imagine how anyone lives in Shes, let alone why they choose to stay." —Sisy

Illus. Thomas Gianni

● TURF WOUND 177/350



Twilight's Call 1/1

Sorcery

You may play Twilight's Call any time you could play an instant if you pay 2 more to play it.

Each player returns all creature cards from his or her graveyard to play.

"Twilight falls. We rise." —Necropolis inscription

Illus. Mark Romanoski

● TWILIGHT'S CALL 130/350



Undermine 1/1

Instant

Counter target spell. Its controller loses 3 life.

"Which would you like first, the insult or the injury?"

Illus. Massimiliano Prezzato

● UNDERMINE 282/350



Urborg Drake 2/3

Creature — Drake

Flying

Urborg Drake attacks each turn if able.

Relentless as the sea, remorseless as death.

Illus. Seth Wood

● URBORG DRAKE 283/350



Urborg Emissary 3/1

Creature — Wizard

Kicker 1 ♣ (You may pay an additional 1 ♣ as you play this spell.)

When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Illus. Eric Peterson

● URBORG EMISSARY 131/350



Urborg Phantom 3/1

Creature — Mimic

Urborg Phantom can't block.

♣: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

A chilling fog with teeth of ice.

Illus. Daren Bader

● URBORG PHANTOM 132/350



Urborg Shambler 4/3

Creature — Horror

All other black creatures get -1/-1.

A writhing mass of rot, with sharp claws and a vicious spirit.

Illus. Pete Venters

● URBORG SHAMBLER 133/350

Urborg Skeleton 1/1



Creature — Skeleton

Kicker 3 (You may pay an additional 3 as you play this spell.)

☛: Regenerate Urborg Skeleton.

If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Illus. Alan Pollack

● URBORG SKELETON 194/350

Urborg Volcano 4



Land

Urborg Volcano comes into play tapped.

☛: Add ♠ or ♣ to your mana pool.

Deep in the heart of Urborg lie massive volcanoes whose thick black smoke covers the land with perpetual darkness.

Illus. Tony Sotzko

● URBORG VOLCANO 330/350

Urza's Filter 4



Artifact

Multicolored spells cost up to 2 less to play.

"It's a tool for aiding my other tools," explained Urza. "Now they'll work in harmony."

Illus. Dave Dorman

● URZA'S FILTER 918/350

Urza's Rage 2



Instant

Kicker 5 (You may pay an additional 8 as you play this spell.)

Urza's Rage can't be countered by spells or abilities.

Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Illus. Matthew D Wilson

● URZA'S RAGE 178/350

Utopia Tree 1



Creature — Plant

☛: Add one mana of any color to your mana pool.

The fruit of this fabled tree takes on the flavor of whatever food you love most.

Illus. Gary Ruppel

● UTOPIA TREE 219/350

Verdeloth the Ancient 4



Creature — Treefolk Legend

Kicker X (You may pay an additional X as you play this spell.)

All other Treefolk and all Saprolings get +1/+1.

When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.

Illus. Daren Butler

● VERDELOTH THE ANCIENT 220/350

Verduran Emissary 2



Creature — Wizard

Kicker 1 (You may pay an additional 1 as you play this spell.)

When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Illus. Alison Lawson

● VERDURAN EMISSARY 221/350

Viashino Grappler 2



Creature — Viashino

☛: Viashino Grappler gains trample until end of turn.

"They've returned for the mana rig, but it no longer belongs to them."
—Viashino bey

Illus. Mark Romanoski

● VIASHINO GRAPPLER 179/350

Vicious Kavu 1



Creature — Kavu

Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

As battle raged in Shie, a strange new ally appeared from below the ravaged ground.

Illus. Key Walker

● VICIOUS KAVU 284/350

Vigorous Charge 1



Instant

Kicker * (You may pay an additional * as you play this spell.)

Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Illus. Scott M. Fischer

● VIGOROUS CHARGE 222/350

Vile Consumption 1



Enchantment

All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

The plague moved faster than an army and was far more deadly.

Illus. Heather Hudson

● VILE CONSUMPTION 285/350

Vodalian Hypnotist 1



Creature — Wizard

☛, ☛: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

"Deceit is the heart of war."

Illus. Key Walker

● VODALIAN HYPNOTIST 84/350

Vodalian Merchant 1



Creature — Merfolk

When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Not choosing sides in a war can be dangerous—but lucrative.

Illus. Scott M. Fischer

● VODALIAN MERCHANT 85/350

Vodalian Serpent 3



Creature — Serpent

Kicker 2 (You may pay an additional 2 as you play this spell.)

Vodalian Serpent can't attack unless defending player controls an island.

If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Illus. Christopher Munch

● VODALIAN SERPENT 86/350

Vodalian Zombie 4



Creature — Merfolk Zombie

Protection from green

"Every last one of you will become my servant. It's a shame you won't live to see the irony."
—Tsabo Tsooc, Phyrexian general

Illus. Greg & Tim Hildebrandt

● VODALIAN ZOMBIE 286/350

Void 3



Sorcery

Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Illus. Key Walker

● VOID 287/350

Voracious Cobra

Creature — Snake

First strike
Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

There's no known antidote for the cobra's venom... or its appetite.

Illus. Terest Nielsen
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VOVACIOUS COBRA 288/350

Wallop

Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
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WALLOP 223/350

Wandering Stream

Sorcery

You gain 2 life for each basic land type among lands you control.

*"Dominaria touches us all."
—Molimo, maro-sorcerer*

Illus. Quinton Hoover
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WANDERING STREAM 224/350

Wash Out

Disenchant

Return all permanents of the color of your choice to their owners' hands.

*"Rest now. You've neither won nor lost, but this battle is over for you just the same."
—Teferi*

Illus. Matthew D. Williams
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WASH OUT 87/350

Wax and Wane

Max

Destroy target enchantment.

Min

Target creature gets +2/+2 until end of turn.

Illus. Ben Thompson
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WAX AND WANE 296/350

Wayfaring Giant

Creature — Giant

Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

Its stature and stride increase with each step it takes.

Illus. Christopher Wedel
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WAYFARING GIANT 44/350

Well-Laid Plans

Enchantment

Prevent all damage that would be dealt to a creature by another creature if they share a color.

*"I knew this day would come," said Urza. Looking at the destruction, Barrin sighed, "You don't have to reveal in it."
—Trey Winters*

Illus. Trey Winters
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WELL-LAID PLANS 88/350

Whip Silk

Enchant Creature

Enchanted creature may block as though it had flying.

Return Whip Silk to its owner's hand.

*Llanowar forges weapons of steel. Yavimaya grows her weapons within.
—Dove Danovic*

Illus. Dove Danovic
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WHIP SILK 225/350

Wings of Hope

Enchant Creature

Enchanted creature gets +1/+3 and has flying.

*Urza knew Phyrexians would come through the air and sent his soldiers to greet them.
—Illus. Wayne England*

Illus. Wayne England
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WINGS OF HOPE 289/350

Winnow

Instant

Destroy target nonland permanent if another permanent with the same name is in play.

Draw a card.

*"Strength in numbers? I think not."
—Gerrard*

Illus. Roger Papp
© 1993, 2000 Wizards of the Coast, Inc. 4/350

WINNOW 45/350

Worldly Counsel

Instant

Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Illus. Gary Ruppel
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WORLDLY COUNSEL 89/350

Yavimaya Barbarian

Creature — Barbarian 1/1

Protection from blue

*Not all elves embrace the pastoral life. Some still roam the forest's edge, forever making war against their hated enemies.
—Illus. Don Hazeltine*

Illus. Don Hazeltine
© 1993, 2000 Wizards of the Coast, Inc. 2/200

YAVIMAYA BARBARIAN 290/350

Yavimaya Kavu

Creature — Kavu

Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.

*Kavu hunt prey in packs—one kavu hunts a pack of prey.
—Illus. Greg Staples*

Illus. Greg Staples
© 1993, 2000 Wizards of the Coast, Inc. 2/130

YAVIMAYA KAVU 291/350

Yawgmoth's Agenda

Enchantment

Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.

Illus. Arnie Swekel
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YAWGMOTH'S AGENDA 195/350

Zanam Djinn

Creature — Djinn

Flying

Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

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ZANAM DJINN 90/350

Zap

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"
—Illus. John Minton*

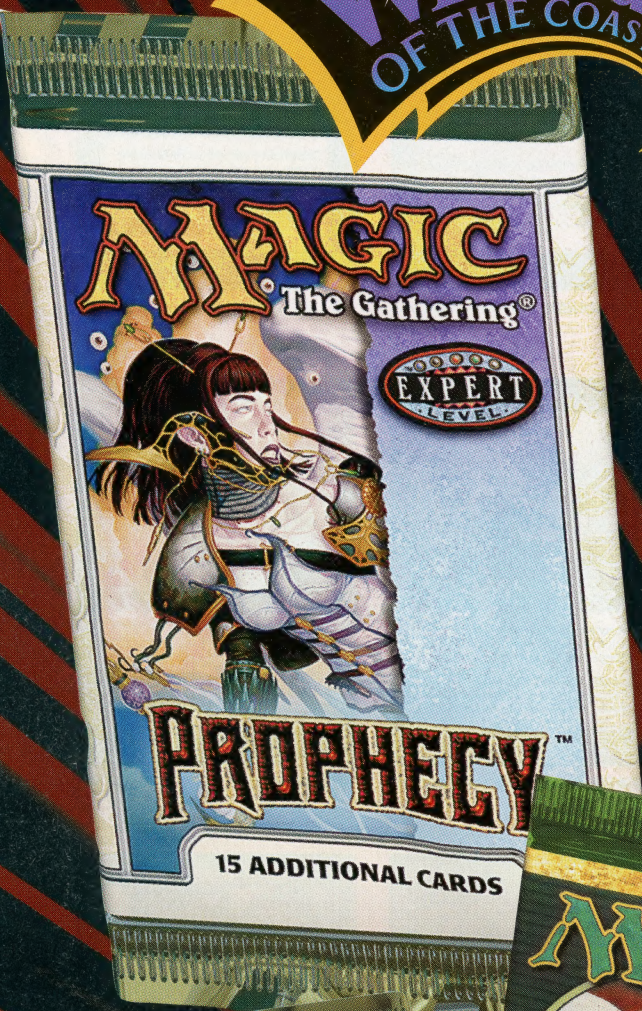
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ZAP 180/350



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